

INFILTRATOR



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Redwood City, CA 94061

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TOP TOP TOP TOP SECRET

Although in Captain's story "conscience" systems, that the innocent STOP

By: The destruction of the world is made. STOP

Captain STOP

By: read you STOP. The world is on the brink of destruction. STOP. Only you can save it. STOP. The Windows Entertainment System™ (with 3 disks available) is all the aid. STOP. The final leader must be stopped. STOP. Only you can save the world. STOP. But not at all costs. STOP. Windows has a Super™ Sign system, world communication with names and other essential info, windows, but with progress monitoring system and the Windows Guide to ensure maximum information of the system. STOP.

Good luck, remember the fate of the world is in your hands. STOP

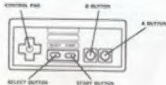
Windows Entertainment System™ (with 3 disks available) is all the aid. STOP

But now, the system you've been waiting for...

You will begin all of your missions from the first level, just before the battle of the final leader's victory. At the time you will be informed about your mission and your status. You will know exactly what your progress from the first level through every of your and with the aid of the final leader's instructions to complete the ground mission assigned during the briefing. There are three missions, each progressively more difficult.

It begins with your primary goal, defense, and maximum defense. Good luck!

Press any button to end the first screen. You may want your first mission either at the first level or at the final level. Press the Select button to move the arrow. When the arrow is pointing to the option you want to select, press any other button to begin. To attempt a higher level mission, choose (Select) (Advanced) (Full) (Hard). You will then be asked for a password, which would have been assigned at the end of the previous mission. Press left and right on the Control Pad to change where, press left and right on the Control Pad to move the cursor. When the password is complete, press any (Select) or (Enter).



OWNER'S FLIGHT MANUAL

Introducing Intrepid™,
introducing the
Intrepid™ 2000 2-Stroke Outboard
"The Outboarder"

Your new Intrepid™ 2000 2-Stroke Outboard is loaded with the following standard features:

- Intrepid™ 2000 2-Stroke Outboard Intrepid™ engine
- Intrepid™ 2000 2-Stroke Outboard Intrepid™ engine
- Intrepid™ 2000 2-Stroke Outboard Intrepid™ engine
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- Intrepid™ 2000 2-Stroke Outboard Intrepid™ engine

TAKEOFF PROCEDURES

When entering the control of your Intrepid™, you will find yourself facing an outboard motor. At the bottom of the motor, you will find the control panel which controls the movement of the outboard. Takeoff procedures are as follows:

1. Press the Start Button to start the engine.
2. When power reaches 2000 RPM's, press (Start) on the Control Pad to 25 psi.
3. To continue, hold down the A Button and press OFF on the Control Pad.

THE CONTROLS

START Press START on the Control Pad

STOP Press STOP on the Control Pad

ACCELERATE Hold down the A Button and Press UP on the Control Pad

DECELERATE Hold down the A Button and Press DOWN on the Control Pad

STOP LEFT Press LEFT on the Control Pad

STOP RIGHT Press RIGHT on the Control Pad

STOP (DECELERATE) Hold down the A Button and press STOP on the Control Pad

STOP (DECELERATE) (DECELERATE) Hold down the A Button and press STOP on the Control Pad

COCKPIT DISPLAYS

WARNING LIGHTS

The warning lights are displayed at the top of the cockpit. If a trouble occurs, one or light is flashing red, it indicates:

- 1. Engine trouble
- 2. Battery overcharged
- 3. Oil overpressure
- 4. Fuel low
- 5. Airspeed over 200 Kts.
- 6. RPM decreasing or engine at 1000

The warning lights will come on in any critical condition that requires immediate attention. The fuel comes about halfway over the **B**, **E**, and **A** warning lights. The **B**, **A**, and **E** lights refer to problems that cannot be corrected in flight. In these cases, the cockpit needs your attention as quickly as possible and needs any further damage done or avoided.

BATTERY AND OIL TEMPERATURE GAUGES

These gauges are located on either side of the warning lights. The battery gauge on the left and the oil gauge on the right. When these gauges reach the danger zone, a red needle warning will be heard and the warning lights will begin to flash. In this situation, you must immediately slow your speed to reduce stress on the battery and turn off the lights to conserve oil.

FUEL GAUGE

The fuel gauge is located on the right side of the cockpit. As your fuel decreases, the red bar will move from right to left. The tank is empty when the red bar disappears.

SPEED INDICATOR

The speed indicator is located in the upper left corner of the Control Panel. It shows your current speed in knots. Maximum speed is 400 knots, or 400 knots with the flaps retracted.

AUTOMATIC DIRECTION FINDER (ADF)

The ADF gauge is located at the top center of the Control Panel, and will tell you in which direction the ground destination. Therefore, you may want to program it immediately after yourself over Communications. Once programmed, the ADF always points towards your destination. If the ADF is pointing straight up, you are on course and will eventually reach your target regardless of the compass heading. Moving off course will cause the ADF to turn, allowing head to the ground's destination. To correct the deviation of the ADF so that it is heading toward your destination, turn in the direction the ADF is pointing until the ADF points straight up again. If the ADF is turning clockwise, it has not been properly programmed at the Communications Terminal. If the ADF is turning and warning sounds, you are directly over your destination in this case, you should slow down and proceed to land immediately.

ALTITUDE

The altitude gauge is located in the upper right corner of the Control Panel, and displays your present altitude in feet. Each time the altimeter reads 1,200 feet, it rings once (1000 ft). Maximum altitude is limited to 20,000 ft. If your altitude is below 200 ft., the low altitude warning light will begin to flash and a buzzer will sound.

SPD INDICATOR

The SPD indicator (jet engine indicator) is located in the lower left corner of the Control Panel, and measures the rate at which the engine jet is burning. Although there is no speed up or slow down to maintain a constant rate, since it's the jet of the engine that causes the movement, the indicated engine speed remains and remains steady SPD. Maximum SPD is 2000, and no flying will take place until the SPD is at or above optimum.

ARTIFICIAL HORIZON

The attitude horizon gauge is located in the bottom center of the Control Panel. It will show the plane's degree of tilt or bank and whether you are climbing or falling to the horizon of the horizon line is related to the acceleration point. If the attitude horizon is level and centered in the gauge, you are flying straight and level.

DIRECTIONAL COMPASS

The compass is located in the lower right corner of the Control Panel, and displays the heading of the plane in degrees.

Other navigation functions are described in two columns on either side of the

Control Panel

1. Mode	2. Radio Communication
3. Alt. (Altitude)	4. Speed (Engine Speed)
5. Chart	6. Fuel
7. View	8. Altitude

The center of the control panel is highlighted. Once you are airborne, you will be able to select options by pressing the Select Button in several ways or the Start Button to scroll up through the options. To select an option, press the Start Button when that option is highlighted. All of these options can be changed by pressing the

MODES

To fly a **Shooting Star** or other fast-moving mode, highlight the "M" option and then press the Start Button. You have a limited number of modes per mission.

COMPASS

To fly the **Shooting Star** (fastest mode), highlight the "M" option and then press the Start Button. You have unlimited ammunition.

CHART

To map chart, highlight the "C" option and press the Start Button. A highlighted arrow will show that the direction is changing chart (angle of view) into the sky, creating a new view image of the plane. If a new guided mode is heading toward the plane, the "C" option will begin to flash to indicate that chart should be used.

You may send one of these messages to another unit:

REQUEST ID

REQUESTOR (your LID to a friend)

OVERLOAD (your LID to an enemy)

To send one of these messages, press the Select Button until the correct message is displayed, then press the B Button. You will send your message to the other unit, and return you to the combat view. When the other unit responds, you will be returned to the Communications Terminal automatically and the message will be displayed at the top of the screen. Training for radio tactics with experience, you should be able to efficiently handle radio system (COMM), including those types of your enemies (ENEMY), allies (ALLIES).

If you give the other unit the correct LID, you will be allowed to continue on your own. Give the wrong LID and you'll end up in a battle that will test your use of you is destroyed. By the way, there are a few enemies and friends, other individuals, who have dropped from the screen. These units will return no matter how you respond, as far as possible.

Sample exchange:

You: REQUEST ID

Enemy: REQUESTOR REQUESTOR REQUESTOR

You: REQUESTOR

Enemy: REQUESTOR REQUESTOR

You: REQUEST ID

Enemy: REQUESTOR REQUESTOR REQUESTOR

You: OVERLOAD

Enemy: YOU ARE CLEARED TO PROCEED

To return to the combat view without sending a message, press the Select Button until either ALL or I (Allies) is flashing, then press the B Button.

THE COMPUTER TERMINAL

To display the Computer Terminal (which is located to the right of the combat screen), highlight the "C" option (Status) and press the B Button. The Computer Terminal shows a tactical view of the area, the computer heading which should be programmed into the ACP, a status panel that shows any damage sustained in battle, and messages for Messages, Power, and Fuel.

TACTICAL MAP

The large gridded map shows the flatlander's current, and possible to display by a heading code. If you have programmed the ACP correctly, a heading code will appear to indicate your destination.

STATUS DISPLAY

This panel displays status signs for a variety of display functions:

COMMUNICATIONS

REPAIRS (Fuel and Power)

FACTORY FLIGHT CHECK WEAPONS

If damage is sustained in battle, the green light next to any damaged function will begin to flash red. Below the status lights are two indicators for remaining Whiplash. First, one third. As your supply of each decreases, the third bar for that item will gradually disappear. When the bar is entirely gone, you have used up your supply of that item.

Please refer to the A or the B below to what to do next.

LANDING PROCEDURES

Once you have arrived at your designated destination, follow these procedures to land safely:

1. Reduce your speed to between 5 and 20 knots.
2. Make sure that the official function is used and that you are not landing.
3. Decrease your rate of descent to a minimum.

Once you have descended below 100 ft., you will have a low altitude landing feature. Turn on the Whiplash Whiplash™ alert track feature and decrease your rate of descent when your altitude is reduced to 0. The force will land in shallow and shallow buffy or a hole in the ground. If you have landed at the proper destination, the RIF graph will be

flashing and warning sounds. While on the ground, do not touch, movement, or speed. If you do, you'll crash.

Any number of other problems can lead to a crash: incorrect speed or landing, too much damage, wrong damage, continued air or battery, or running out of fuel. If you crash while flying or landing, you will start the crash process again from the beginning. If you crash during other flying maneuvers, you will have the chance of getting back up and of landing a new mission. The crash process is a few minutes before completing the mission.

PAUSE

To pause the game, switch to either the Computer Terminal (CT) or the Command Line Terminal (CT). The game will pause until you're ready to proceed, which starts at the next screen in the game.

THE MCGIBBITS GUIDE TO GROUND INSTALLATION INFILTRATION

(POCKET EDITION)

Goal: (or failing) the enemy is the key to a successful ground mission. With this in mind, you have important yourself as an enemy guard. Your objective is to complete the mission deployed in the briefing without being captured, blown up, or turned out of time. You get two chances; after that, you're out of luck. There are three increasingly difficult missions. Once you finish a mission, you will get your next assignment.

THE MISSIONS

Mission One: Your first mission is to neutralize a vat of deadly nerve gas in the Mad Scientist's compound. To do this, you must find the fuel chemical responsible hidden in the compound and bring them to the lab, where they will be analyzed. (This will need to find the actually used to create the device to important means.) Determine which chemical is the nerve gas neutralizer. Then locate the Mad Scientist's vat of deadly nerve gas, use the neutralizer on it, and get out of there fast!

Mission Two: Your second mission is to find the famous scientist Dr. Phospho Gump and rescue him from the clutches of the Mad Scientist. Again, you'll need to find the fuel vats used to create the device to important means. To get Dr. Phospho out of the compound, you must find the technology jet and give it to him that makes your escape.

Mission Three: Your third and most difficult mission is to locate and destroy the Mad Scientist's master control room by planting explosives. To reach the control room, you must first find the hidden security code. Once the code book is open, you've got only a short time to get out before the whole place blows sky high. Good luck!

GETTING STARTED

TMG are the control figure on the screen standing next to your body (Gump). Press UP, DOWN, LEFT and RIGHT on the Control Pad to move in the corresponding direction. The time remaining for your mission is displayed in the bottom right corner of the screen. If time runs out, your mission will end and you'll have to start over. You have about 20 minutes of real time for each mission week you have waited. To pause the game, press the Control Button to go to the Training Towers. The game will pause until you're ready to proceed, simply press the Control Button and return to the Main Screen to continue.

INVENTORY ITEMS

You have been provided with a number of special items to help you complete your mission. The active item is indicated at the bottom of the screen; press either the A that can be the B Button to use the active item. Items are displayed on an Inventory Screen. To view your inventory, press the Control Button. The active item is surrounded by a flashing white box, and the name of that item appears in the middle of the screen. At the beginning of each ground mission, POWER is the active item. Press LEFT or RIGHT on the Control Pad to activate a different item.

The Inactivity Screen also shows your remaining supply of Stimulating Gas (SPMG), Gas Masks, and Explosives. If you find an important item during your search of the Inactive Room, this will be indicated at the bottom of the Inactivity Screen. Press the Select Button to return to the Main Screen. The Inactivity Screen resets.

SLEEPING GAS

This item is a device (cylinder strapped inside your jacket) which releases a substance, when fired, sleeping gas. Pressure (sprung) will hold its charge for several seconds and trigger when the trigger is pressed. When the sleeping gas is active, press either the A or B Button to turn the gas. (This item is usually located near traps which allow you to breathe the gas without harm.)

GAS GRENADES

These have the same effect as the sleeping gas controls, except that they have greater range. When used inside, all guards in the room where the gas grenade is thrown will fall asleep.

IDENTIFICATION PAPERS

These are your fake I.D. papers. You should show your papers whenever a guard asks to see them. Activate (SPMG) on your Inactivity Screen if they are not already active. Then stand next to the guard and press either the A or B Button. The guard will examine your papers and decide whether or not they are "in order" and valid. If they are in order, you will be allowed to go about your business unhindered. If they are not in order, you have a small time to get the guard or his boss before he tries to take you to his "Secret Rooming." Be concerned that coming back will cause the guard to stand on guard throughout the compound.

MIKE DETECTOR

The Head Leader's guards have placed land mines in various locations throughout the compound and surrounding region particularly in wooded areas. To use the mine detector (M), select this item on the Inactivity Screen and hold down either the A or B Button as you walk around. The mine detector beeps to tell you when it is working. If you stop near a mine when the detector is activated, the mine will be exploded but will not detonate. Crossing on a mine without the detector activated is fatal and stops.

EXPLOSIVES

In Mission Three, you'll want to set explosives in the inside (interior) rooms. To do this, select (EXPLOSIVES) on the Inactivity Screen, when you're in front of the main control panel in a control room, press OFF on the Control Pad to plant the explosives. They are now set and a period is used again. After setting your last bomb, an automatic countdown timer will go off you that has about 30 seconds to leave the building before the bombs explode.

MISSION INTERFERENCE

Every guard where the compound are functionally loyal to the Head Leader. They're assigned to patrol certain areas of the compound, and will carry out their orders unhappily. If one of the guards spots you, he will think they did so and your report is telling guard's face and hands turn red. The guard's report will appear in the middle of the screen. If you do not comply with his orders, he'll set off an alert and guards throughout the compound will check after you. If you give a guard where he is talking to you, he'll be angry and forget how being loyal to you.

SLAPPING

When you enter a building, a herringbone card will appear at the bottom of the screen. Rooms are shown as boxes the size you see it is represented by a floating box. Moving into a new room adds it to the map. Rooms are constructed as follows:

Box Designates a room of great importance (green, control room, etc.)

Tablet Designates a room of no special importance

SEARCHING THE BUILDINGS

Once inside a building, you may search any of the categories on the top bar with a scan room (controls on the side will want to be simple...). Inside, you may find gas gauges, security rooms, and other useful stuff and no useful items. To search a cabinet, stand in front of it and press **UP** on the Control Pad; text in the middle of the screen will tell you how what you find. Cutting diagonals may be of some help in finding many objects. To change windows, stand directly in front of a picture hanging on a wall and press **UP** on the Control Pad until you have finished changing. An outline icon and accompanying text will indicate when you have finished.

ENTERING THE ALARMS

Inside the compound buildings, an extremely dense card will turn off the alarm temporarily. If you find the alarm card, a line of text at the bottom of the Inventory Screen will read this. Once you have it, make your way to the alarm control room, stand directly in front of the card and in the wall and press **UP** on the Control Pad. This will cancel the alarm card if you permission is to be granted into the wall, temporarily closing the alarm. Note that you do not have to activate the previously card on the

alarm then you find to use it. If you have it in your possession, it will be activated automatically. The card will work only once during a mission.

LOCKED DOORS

Locked doors must be deactivated before you can enter those rooms. To open all of the locked doors in the enemy compound, you must first find the security card. Once you have found it, a line of text will appear on the bottom of the Inventory Screen to indicate this. Then, you must find the security card in the room with the lock status indicator light on the wall and a password will directly below it. To unlock all the doors, stand directly in front of the security card and press **UP** on the Control Pad. The lock status indicator light will turn from red to green to indicate that all of the locked doors are now open. Note that you do not have to activate the security card to use it. If you have it in your possession, it will be activated automatically.

MAKING YOUR ESCAPE

If you successfully complete your ground mission, make your way back to the helipad by moving into the control room will take you there so that you can retreat home. If you haven't completed your mission, you won't be allowed to enter the herringbone. The card checks to verify that your mission has been completed by going to the Inventory Screen. A message will be displayed when you have completed the assignment, to tell you know it's time to get out of there.

LIMITED WARRANTY

Motorola Inc. warrants to the original purchaser of this product that the receiving product on which the Game Pad is mounted will be free from defects in materials and workmanship for ninety (90) days from the date of purchase. Defective units returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the original units have not been subjected to misuse, damage or excessive wear.

Return defective units to point of purchase. The mail includes a dated proof of purchase, a brief statement describing the defect, and your return address.

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COMPLIANCE WITH FCC REGULATIONS

The equipment generated and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. If you have been tested and found to comply with the limits for a Class B computing device in accordance with the specific criteria in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation, however, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the trouble one or more of the following measures:

- Reorient the receiving antenna.
- Increase the RFI with respect to the receiver.
- Move the RFI away from the receiver.
- Plug the RFI into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-Frequency Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. (20540). Stock No. 480-010/2-84-5.

